Gundam Card Game Comprehensive Rules

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Table of Contents

1. Game Overview
2. Card Information
3. Card Types
4. Game Locations
5. Essential Game Terminology
6. Preparing to Play
7. Game Progression
8. Attacking and Battles
9. Action Steps
10. Effect Activation and Resolution
11. Rules Management
12. Multiplayer Battle
13. Keyword Effects and Keywords

Comprehensive Rules

1) Game Overview

1-1. Number of Players

1-1-1. Gundam Card Game is a competitive game between two players. Refer to the multiplayer rules for rules that apply to games conducted with other player counts.

1-2. Winning and Losing the Game

1-2-1. When either player is defeated, the game ends. When one opponent is defeated, the opponent who was not defeated wins the game.

1-2-2. The following are all game conditions that result in defeat.

1-2-2-1. When either player receives battle damage from a Unit while they have no cards in their shield area, that player fulfills the conditions for defeat.

1-2-2-2. When either player has no cards remaining in their deck, that player fulfills the conditions for defeat.

1-2-3. If either player fulfills the conditions for defeat, the next time rules management is performed, that player loses the game as a result. (See 11. Rules Management)

1-2-4. During a game, any player may concede at any time. That player immediately loses and the game ends.

1-2-5. There are no card effects that force a player to concede. Loss of the game by conceding is never a substitution of any substitution effect.

1-3. Fundamental Game Rules

1-3-1. While the rules of the game are fundamentally defined within this comprehensive ruleset, there may be exceptions that arise due a card's effects or special rules. If the text written on a card contradicts the comprehensive rules, the text on the card takes precedence.

1-3-2. If a player is required to perform an action that is not possible for any reason, that action is not performed. If a player is required to perform an action and only part of that action is not possible, the player must perform as much of the action as possible.

1-3-2-1. If you are required to put an entity into some state that entity is already in, the entity remains in the state it was in, and the action putting it into that state is not performed.

Ex: If you are instructed to rest a Unit that is currently rested, since the Unit is already rested, it is not rested again.

1-3-2-2. If for any reason you are required to perform zero or less repetitions of an action, the action is not performed. An opposite action is not performed for negative repetition counts.

1-3-3. When a card's effect requires an action that an active effect prevents, the active effect takes precedence, and the action is prevented.

1-3-4. When both players are required for any reason to make a selection simultaneously, the active player chooses first. The standby player chooses after that.

1-3-5. Unless specified otherwise, when choosing a number for a card or a rule, you must choose a whole number equal to or greater than one. You cannot choose a negative or fractional number.

1-3-6. When numerical information on a card is modified by a card's effect, the result will be a whole number. If the result would be negative, treat it as zero unless it will be modified by another effect.

1-3-7. Unless specified otherwise, a card's effects are performed in the order they

appear in the text on the card.

2) Card Information

2-1. Card Number

2-1-1. The serial number of a card. Cards with the same card number are treated in the game as the same card.

2-1-2. When preparing to play, there must be four or fewer copies of cards with the same card number in your deck.

2-2. Card Name

2-2-1. The name of a card.

2-2-2. Cards may be referred to by their card name within a card's text without any additional information provided. In this case, reference the card with that card name.

2-2-3. A portion of a card name may be specified within a card's text using the phrase 'with "xyz" in its name.' Such references include all cards whose card name contains the quoted text.

2-2-4. A card can have multiple card names.

2-2-5. Multiple cards with the same card name can exist on the field.

2-3. Card Type

2-3-1. The card type of a card.

2-3-2. There are five card types: Unit, Pilot, Command, Base, and Resource. (See 3. Card Types)

2-4. Color

2-4-1. The color of a card. This color may be referred to within card text.

2-4-2. With the exception of Resource cards and tokens, all cards have a color.

2-4-2-1. There are five card colors: blue, green, red, white, and purple.

2-4-3. The color of a Unit in the battle area is not affected by the color of a card paired with it.

2-5. Trait

2-5-1. A card's trait, such as a group, class, or type. This trait may be referred to within card text.

2-5-2. Some cards may have multiple traits.

2-5-3. Traits may be referred to within card texts. If a trait appears in a text, it is referring to cards with that trait. Cards with multiple traits may be referred to by one or more of those traits.

2-5-4. Traits are typically found on Unit, Pilot, and Base cards, as well as

Command cards with Pilot effects.

2-5-5. A Pilot's traits are not added to the traits of a Unit it is paired with.

2-6. Zone

2-6-1. A card's zone. This zone may be referred to within card text.

2-6-2. Zones are mainly found on Unit and Base cards.

2-7. AP (Attack Points)

2-7-1. A card's offensive strength in battle. (See 7. Attacking and Battles)

2-7-2. AP is mainly found on Unit and Base cards.

2-7-3. AP modifiers appear on Pilot cards and Command cards with Pilot effects. These modifiers are added to Units when they are paired.

2-8. HP (Hit Points)

2-8-1. A card's defensive strength.

2-8-2. A card with HP is destroyed when that HP becomes zero.

2-8-3. HP is mainly found on Unit and Base cards.

2-8-4. HP modifiers appear on Pilot cards and Command cards with Pilot effects. These modifiers are added to Units when they are paired.

2-9. Lv. (Level)

2-9-1. The number of resources that are required when playing a card. This condition is satisfied when the number of resources in your resource area is equal to or greater than the card's level. Whether a Resource is active or rested makes no difference.

2-9-2. With the exception of Resource cards and tokens, all cards have a Lv.

2-9-3. Treat the Lv of a token as zero when referring to it.

2-9-4. Treat the Lv of a player as the current number of Resources that player has (including EX Resources) when referring to it.

2-10. Cost

2-10-1. The cost paid when playing a card. You can pay this cost by resting the necessary number of active Resources in your resource area.

2-10-2. With the exception of Resource cards and tokens, all cards have a cost.

2-10-3. Treat the cost of a token as zero when referring to it.

2-11. Card Text

2-11-1. The specific effects that a particular card has.

2-11-2. Unless instructed otherwise, card text on Unit and Base cards only takes effect in the battle or shield area.

2-11-3. Pilot cards typically have two card texts. The card text printed above the card name belongs to the Pilot, and the card text printed below the card

name is gained by the Unit paired with it unless a location for where to activate an effect is specified. (See 3-3. Pilots)

2-11-4. Some text includes portions inside parentheses that provide details about a card's effect or keyword effect. These are explanatory notes meant to explain the effect, and they have no influence on the game.

2-12. Link Condition

2-12-1. The conditions that are necessary to link a card, such as Pilot names or traits.

2-12-2. Only Unit cards have link conditions.

2-13. Card Art

2-13-1. Artwork illustrating a card's contents.

2-14. Illustrator's Name

2-14-1. The name of a card's illustrator.

2-15. Copyright

2-15-1. A card's copyright notice.

2-16. Rarity

2-16-1. An indicator of a card's rarity.

3) **Card Types**

3-1. There are five card types: Unit, Pilot, Command, Base, and Resource. Most card elements can be found on all of the card types. (See 2. Card Information) Refer to the rules section of each card type for details about noteworthy card elements.

3-2. Units

3-2-1. One of the five card types. When played, Unit cards are deployed into the battle area. They are "Units" while deployed in the battle area and "Unit cards" if they are in any other location.

3-2-2. Unit cards are one type of card that composes your deck.

3-2-3. Only Units can attack.

3-2-4. Unless specified otherwise, a newly deployed Unit cannot attack on the turn it is deployed.

3-2-5. Units have AP and HP.

3-2-5-1. AP shows a Unit's offensive strength in battle.

3-2-5-2. HP shows a Unit's defensive strength. When it becomes zero, the Unit is destroyed.

3-2-6. Only Units have link conditions.

3-2-6-1. These are conditions that are necessary to create a Link Unit, such as

Pilot names or traits.

3-2-6-2. A Unit with a Pilot satisfying its link conditions placed beneath it is called a Link Unit.

3-2-6-3. Units normally cannot attack during the turn in which they are deployed. Link Units can immediately attack during the turn in which they are deployed.

3-2-6-4. A portion of a card name may be specified within a link requirement using the phrase "[xyz]." That link requirement is satisfied if a Pilot whose card name contains the bracketed text is paired.

Ex: When you pair the Pilot Garrod Ran & Tiffa Adill with a Gundam X that has the link requirement [Garrod Ran], that satisfies the link requirement since the card name contains [Garrod Ran].

3-3. Pilots

3-3-1. One of the five card types. When played, Pilot cards are placed beneath Units in the battle area and paired with them. They are "Pilots" when paired and "Pilot cards" if they are in any other location.

3-3-2. Pilot cards are one type of card that composes your deck.

3-3-3. A Pilot can only exist in the battle area if it is paired with a Unit.

3-3-4. As a rule, a Unit can only have at most one Pilot paired with it.

3-3-5. You cannot freely remove a paired Pilot from a Unit or exchange it with another Pilot.

3-3-6. When a Unit paired with a Pilot is destroyed, returned to the hand, or otherwise moved from the battle area to another location, the paired Pilot is moved to the same location as the Unit.

3-3-7. Pilot cards have traits. These are not gained by Units they are paired with.

3-3-8. Pilots have AP and HP.

3-3-8-1. A Pilot's AP and HP are typically shown as numerical values, such as "+1," which get added to a paired Unit. These numerical values are added to the paired Unit while they are paired.

3-3-9. A Pilot has two card texts above and below its card name.

3-3-9-1. The card text printed above the card name belongs to the Pilot card. Typically 【Burst】 effects appear here.

3-3-9-2. The card text printed below the card name are effects gained by the paired Unit unless a location for where to activate them is specified. Treat them as effects on the paired Unit while they are paired.

3-3-9-2-1. If an effect specifies a location such as the hand or trash where

it activates, the Pilot card activates that effect.

3-4. Commands

3-4-1. One of the five card types. When played, Command cards activate their command effects. They are “Commands” while their command effects are active and “Command cards” otherwise.

3-4-2. Command cards are one type of card that composes your deck.

3-4-3. Commands with active command effects are not considered to be located within any specific game location until those effects end.

3-4-4. Unless an effect says otherwise, Commands are placed into your trash after their effects have ended.

3-4-5. 【Main】 and 【Action】 timing on command effects show when they can be played. (See 12-2. Keywords)

3-4-6. Some Command cards have 【Pilot】 effects in addition to their normal command effects.

3-4-6-1. A【Pilot】 effect appears on the bottom portion of a Command card and includes traits, AP, HP, and a second card name indicating the Pilot’s name.

3-4-6-2. When played, a Command card with a 【Pilot】 effect can be paired with a Unit as a Pilot instead of activating its command effect.

3-4-6-3. It is a “Pilot” while paired and a “Command card” if it is in any other location.

3-4-6-3-1. If the Command effect portion of a Command card paired as a Pilot is referred to by some effect and that effect activates the Command effect, activate it as a Command effect.

3-4-6-4. While it is paired as a Pilot, rules for Pilots apply to it. (See 3-3. Pilots)

3-4-7. Some Command cards have 【Burst】 effects in addition to their normal command effects. (See 12-2-5. 【Burst】)

3-5. Bases

3-5-1. One of the five card types. When played, Base cards are deployed into the base section of the shield area. They are “Bases” while deployed in the shield area and “Base cards” if they are in any other location.

3-5-2. Base cards are one type of card that composes your deck.

3-5-3. While a Base is present, damage dealt to the shield area is preferentially dealt to that base.

3-5-4. Bases have AP and HP.

3-5-4-1. AP shows a Base's offensive strength in battle.

3-5-4-2. HP shows a Base's defensive strength. When it becomes zero, the Base is destroyed.

3-6. Resources

3-6-1. Resources are placed directly into the resource area from the resource deck. They are "Resources" while in the resource area and "Resource cards" if they are in the resource deck area.

3-6-2. Resource cards are the type of card that composes your resource deck.

4) Game Locations

4-1. Locations

4-1-1. The locations in the game are the deck area, resource deck area, resource area, battle area, shield area, removal area, hand, and trash.

4-1-1-1. Each player has their own instance of each location.

4-1-1-2. When referring to them to all together, the resource area, battle area, and shield area are also called the field.

4-1-2. Commands whose effects are currently active and cards whose 【Burst】 effects are currently active are not considered to be in any of the locations listed above.

4-1-3. The number of cards in any location is public information and can be confirmed by either player at any time during the game.

4-1-4. Cards in some locations may be viewed by all players, while cards in other locations may not. Locations where cards may be viewed are referred to as public, whereas locations where cards may not be viewed are referred to as private.

4-1-5. When a card moves between locations, unless specified otherwise, treat it as a new card in the new location. Any effects that were applied to it in the previous location are ignored.

4-1-6. When multiple cards are simultaneously placed into a location, unless specified otherwise, the player who owns those cards determines the order in which they are placed in that location.

4-1-7. When multiple cards are simultaneously placed into a private location from a public location, unless specified otherwise, the player who owns those cards determines the order in which they are placed into that private location. The order in which those cards are placed is not revealed to the other player.

4-2. Deck Area

4-2-1. This is where you place your deck at the start of the game.

4-2-2. Your deck area is private. Cards within it are placed face down in a stack. Unless specified otherwise, neither player is allowed to view the contents or order of the cards, nor are they allowed to change the order of the cards.

4-2-3. When moving multiple cards from your deck to another location simultaneously, they all get treated as though they are placed simultaneously, but physically move the cards one card at a time.

4-2-4. When instructed to shuffle a deck, the player who owns that deck reorders the cards randomly.

4-3. Resource Deck Area

4-3-1. This is the location where you place your resource deck at the start of the game.

4-3-2. Your resource deck area is private. Cards within it are placed face down in a stack. Unless specified otherwise, neither player is allowed to view the contents or order of the cards, nor are they allowed to change the order of the cards.

4-3-3. When moving multiple cards from your resource deck to another location simultaneously, they all get treated as though they are placed simultaneously, but physically move the cards one card at a time.

4-4. Resource Area

4-4-1. This is where you place Resources from your resource deck.

4-4-2. You may have up to 15 Resources in your resource area.

4-4-2-1. You may have up to five EX Resources in your resource area.

4-4-3. Your resource area is public. Both players are free to view cards in this location.

4-5. Battle Area

4-5-1. This is where you place Units and Pilots.

4-5-2. Units are placed face up when they are deployed.

4-5-3. Pilots are placed face up beneath Units when they are paired.

4-5-4. You may have up to six Units at a time in your battle area.

4-5-5. Your battle area is public. Both players are free to view cards in this location.

4-6. Shield Area

4-6-1. This location is checked when the player is attacked.

4-6-2. Within the shield area there is a section to place Shields and a section to place a Base.

4-6-3. You may have up to one Base placed face up in your base section.

4-6-3-1. The base section is public. Both players are free to view cards in this location.

4-6-4. The cards that become your Shields are placed face down in the shield section.

4-6-4-1. Your shield section is private. Unless specified otherwise, cards in this area are placed face down and neither player is allowed to view the contents or order of the cards, nor are they allowed to change the order of the cards. Unless specified otherwise, when moving a card from your shield section to a different location, choose the top card.

4-6-4-2. Cards in the shield section are treated as Shields with 1 HP each.

4-7. Removal Area

4-7-1. This is where you place removed cards.

4-7-2. Your removal area is public. Both players are free to view cards in this location, and you are free to reorder them.

4-8. Hand

4-8-1. Your hand is where you place cards drawn from your deck.

4-8-2. Your hand is a private location, but each player may freely view or reorder the cards in their own hand.

4-8-3. Unless specified otherwise, you may not view the other player's hand.

4-8-4. A hand is limited to no more than ten cards. Players may have any number of cards in their hand, but if your hand exceeds the limit during your end phase, you must discard cards until the limit is reached.

4-9. Trash

4-9-1. Destroyed Unit, Pilot, and Base cards, and Command cards whose abilities have finished activating, go into the trash.

4-9-2. Your trash is public. Cards within it are placed face up in a stack, and both players are free to view their contents. You are free to reorder the cards in your trash.

5) Essential Game Terminology

5-1. Effect

5-1-1. An effect is text that is printed within a defined region of a card.

5-1-2. Some effects are keyword effects such as <Support> and <Blocker>.

5-2. Player

5-2-1. A player is the owner of a card.

5-2-2. When "owner" appears in the text of a card, it refers to the player who owns

that card.

5-2-3. At the end of a game, all cards are returned to the players who own them.

5-3. Active Player and Standby Player

5-3-1. The active player is the player responsible for advancing the current turn in progress.

5-3-2. The standby player is the player not responsible for advancing the current turn in progress.

5-4. Active and Rested

5-4-1. Cards in the battle area, resource area, and base section can be in one of the two following indicative orientations.

5-4-1-1. Active: the card is placed vertically.

5-4-1-2. Rested: the card is placed horizontally.

5-4-2. When a card is placed into the battle area, resource area, or base section, it is generally set as active.

5-5. Damage

5-5-1. When damage is dealt to a Unit, Base, or Shield, the dealt damage is shown with counters. (See 5-17. Counters)

5-5-1-1. Show the current amount of damage a card has received by placing a number of counters equal to that damage on top of it.

5-5-2. A card that receives damage equal to or greater than its HP is destroyed as a result of rules management. (See 11. Rules Management)

5-5-3. Units, Bases, Shields, and players can receive damage as a result of battle. Attacking Units and Units being attacked deal damage equal to their AP to each other during the damage step. This damage is called battle damage.

5-5-4. Units, Bases, Shields, and players can receive damage from effects on cards. This damage is called effect damage.

5-5-5. Damage is not dealt when the amount of damage dealt would be zero.

5-5-6. When damage received by a Base or Shield exceeds its HP, the excess damage is not dealt to another Shield.

5-6. HP Recovery

5-6-1. When a Unit or Base recovers from received damage for any reason, remove a number of damage counters from it equal to the amount it recovers.

5-6-2. If the amount recovered exceeds the amount of damage the card has currently received, remove all of its counters. HP does not increase by the amount exceeded.

5-6-3. A Unit that has not received damage cannot recover HP.

5-7. Play

5-7-1. This typically describes revealing a card in your hand and paying its cost to use it.

5-7-1-1. Sometimes cards are played from locations other than your hand due to effects.

5-8. Deploy

5-8-1. This describes a Unit or Base being placed on the field.

5-9. Pair

5-9-1. This describes placing a Pilot card, or a Command card with a 【Pilot】 effect, beneath a Unit.

5-10. Destroy

5-10-1. This describes cards receiving damage equal to or greater than their HP and cards being placed from the field into the trash by effects.

5-10-2. When a Unit or Base is destroyed, it is placed face up into the trash of the player who owns it.

5-10-3. When a Shield is destroyed, first reveal it and check for a 【Burst】 effect before placing it into the trash. If a 【Burst】 effect is present, decide if you will activate it before placing the Shield into the trash. (See 12-2-5. 【Burst】)

5-10-4. A card placed into the trash by rules management when the limit on the number of cards in the battle area or base section is exceeded is not treated as destroyed. (See 11. Rules Management)

5-11. Discard

5-11-1. This describes placing a card from the hand into the trash.

5-12. Remove

5-12-1. This describes a card being placed from any location into the removal area.

5-12-2. A removed Unit or Base is not treated as destroyed.

5-13. Randomly

5-13-1. Cards handled randomly are reordered without intentional interference from the player.

5-14. Draw (a Card)

5-14-1. This describes adding the top card from your deck to your hand without showing it to the other player.

5-14-1-1. If a player is instructed to “draw 1,” they move the top card of their deck to their hand without showing it to the other player.

5-15. Shuffle

5-15-1. When instructed to shuffle your deck, reorder the cards in your deck area randomly.

5-15-1-1. When instructed to shuffle your deck and there is only one card in your deck area, treat the deck as shuffled even though the order of that card has not changed.

5-16. Gain

5-16-1. This describes a new effect being added to a card by some effect.

5-17. Token

5-17-1. Cards treated as Units, Bases, or Resources can be placed on the field from outside the game by various effects. These cards are called tokens.

5-17-2. Tokens have the following rules.

5-17-2-1. A token placed as a Unit, Base, or Resource is affected by rules and effects in the same manner as a real Unit, Base, or Resource.

5-17-2-2. A Unit token can be paired with a Pilot in the same manner as a normal Unit.

5-17-2-3. Tokens are treated as having no color.

5-17-2-4. A token's Lv and cost are both treated as zero.

5-17-2-5. When a token moves to any location other than the battle area, resource area, or shield area, it is removed from the game.

5-17-2-5-1. The token momentarily moves to that location before being removed, so trigger conditions such as "when destroyed" and "when returned to your hand" are fulfilled.

5-17-3. EX Base and EX Resource tokens are two tokens that are used at the start of games.

5-17-3-1. EX Base

5-17-3-1-1. An EX Base is a Base token with 0 AP and 3 HP.

5-17-3-1-2. Place it in the base section at the start of the game.

5-17-3-2. EX Resource

5-17-3-2-1. An EX Resource is a Resource token that can be used temporarily to pay costs.

5-17-3-2-2. Player Two places one in their resource area at the start of the game.

5-17-3-2-3. When an EX Resource is used to pay a cost, that EX Resource is removed from the game.

5-17-4. Tokens prepared for the game are placed face down outside the game when preparing to play. Tokens removed from the game are placed outside

the game, and not in the removal area.

5-17-4-1. When preparing to play, you must have six or fewer copies of tokens with the same card number.

5-17-4-2. The number of tokens placed outside the game is public information, and either player can confirm it.

5-17-4-3. The contents of tokens placed outside the game is private information, and only the player who owns them can confirm it.

5-17-4-4. You can place tokens that will not be used in the game outside the game.

5-18. Counter

5-18-1. During a game, specific counters are placed on and removed from cards.

5-18-1-1. In the Gundam Card Game, counters displaying how much damage a card has received are typically placed on Units and Bases when they receive damage.

5-18-2. When placing counters on a card, place some object on top of the card that shows the number of counters placed, such as chips or a die.

5-18-3. When removing counters from a card, remove the indicated number of counters from the top of the card.

5-19. / (Forward Slash)

5-19-1. The "/" character is sometimes used with traits, among other places. It performs the same function as the conjunction "or" would in those situations.

Ex: If an effect reads "1 (Zeon)/(Neo Zeon) Unit card," choose either one (Zeon) Unit card or one (Neo Zeon) Unit card.

5-20. "If you do" and "Then"

5-20-1. If the text portion preceding the phrase "If you do" in card text cannot be resolved, then resolving the succeeding portion is not possible.

5-20-2. Even if the text portion preceding the word "Then" in card text text cannot be resolved, resolving the succeeding portion is possible.

5-21. Reduce

5-21-1. This refers to decreasing damage a Unit, Base, or Shield receives by the indicated amount before it is received.

5-21-2. If the amount reduced is equal to or exceeds the amount of damage originally received, then damage received becomes zero.

5-21-2-1. When damage received is zero, damage is neither dealt nor received.

5-22. Battle

5-22-1. A battle describes any situation where a Unit is attacking a Unit or player

attack target (including Bases and Shields in the shield area). Any Unit, Base, or Shield taking part in that battle is considered to be battling.

5-22-2. If the attack target is changed by an effect such as <Blocker>, the previous attack target stops battling, and the new attack target is considered to be battling.

5-22-3. If, due to some effect, you begin a battle after skipping previous steps such as the attack step and that battle was started by the Unit's own effect, the Unit it is attacking that was chosen by the effect is considered to be battling as the Unit attack target.

5-22-3-1. Since the attack step was skipped, effects such as 【Attack】 and "when a Unit attacks" are not triggered.

6) Preparing to Play

6-1. Preparing a Deck, Resource Deck, and Token Cards

6-1-1. Before the game, each player prepares a deck and a resource deck. A deck consists of exactly 50 cards, and a resource deck consists of exactly 10 cards.

6-1-1-1. A deck is constructed with Unit, Pilot, Command, and Base cards.

6-1-1-2. A deck must be constructed entirely using either one or two card colors.

6-1-1-2-1. A deck consisting of all red cards and a deck consisting of cards of two colors, green and white, both qualify as legal decks.

6-1-1-3. Up to four copies of cards with the same card number can be included in a deck.

6-1-1-4. A resource deck is constructed with Resource cards.

6-1-1-5. Any number of Resource cards with the same card number can be included in a resource deck.

6-1-2. Before the game, each player prepares one EX Base and one EX Resource token card.

6-1-2-1. If you intend to use other tokens, make sure to have the necessary token cards at hand.

6-2. Before the Game

6-2-1. Before the game starts, each player follows the steps listed below.

6-2-1-1. Present the deck and resource deck you will use in the game. The deck and resource deck must conform to the rules on deck construction explained in 6-1.

6-2-1-2. Each player thoroughly shuffles their deck. When finished, each

player places their deck face down in their deck area.

6-2-1-3. Each player places their resource deck face down in their resource deck area.

6-2-1-4. Both players determine Player One and Player Two using a method such as rock paper scissors or a die roll. The winner decides who becomes Player One.

6-2-1-4-1. When deciding Player One and Player Two with a die roll, use dice that are acceptable to both players.

6-2-1-5. Each player draws five cards from their deck, which become their starting hand.

6-2-1-6. Then, starting with Player One, each player decides if they will redraw their hand one time according to the rules explained below. Players are not required to redraw if they do not wish to.

6-2-1-6-1. If you decide to redraw, return your entire hand to the bottom of your deck and draw five new cards, which will become your new starting hand. Then, shuffle your deck.

6-2-1-7. After Player One has announced whether or not they will redraw, Player Two may redraw according to the same rules explained in 6-2-1-6-1 above.

6-2-2. Each player takes the top six cards of their deck, one at a time, and places them face down into their shield section without looking at them. When doing so, place each card so it overlaps the previous one, starting with the card nearest to you.

6-2-3. Each player places one active EX Base token card into their base section.

6-2-4. Player Two places one active EX Resource token card into their resource area.

6-2-5. The game begins with Player One's turn.

7) Game Progression

7-1. Turn Flow

7-1-1. Each turn progresses with the completion of five phases in order: start phase, draw phase, resource phase, main phase, and end phase.

7-1-2. During a game, one of the two players controls game progress as the active player. The active player completes phases in the order described below.

7-1-3. During each phase, if effects are triggered by actions taken that phase, play does not advance to the next phase until all of those effects are resolved.

7-2. Start Phase

7-2-1. The start phase consists of two steps, which are performed in order: active step and start step.

7-2-2. During each step, if effects are triggered by actions taken that step, play does not advance to the next step until all of those effects are resolved.

7-2-3. Active Step

7-2-3-1. The active player sets to active all rested cards placed in their battle area, resource area, and base section.

7-2-3-2. All cards are set to active simultaneously during the active step, and in no particular order.

7-2-4. Start Step

7-2-4-1. Effects that specify “at the start of the turn” activate.

7-2-5. After all of the steps listed above have been completed, the start phase ends and you move to the draw phase.

7-3. Draw Phase

7-3-1. The active player draws one card from their deck and adds it to their hand.

7-3-1-1. When they draw a card and their deck then has no cards in it, they immediately lose the game.

7-4. Resource Phase

7-4-1. The active player places one Resource card from their resource deck into their resource area face up and active.

7-5. Main Phase

7-5-1. The active player may choose from the following list of actions permitted during the main phase: play a card from their hand, activate an 【Activate・Main】 effect, and attack with a Unit. These actions may be performed in any order as many times as desired within their permissible limits. With the exception of actions performed due to an ability, these actions may only be performed when there are currently no abilities that have been triggered and are awaiting activation.

7-5-2. Playing Cards from the Hand

7-5-2-1. The active player may perform the following actions in any order as many times as desired with cards from the hand by paying their cost: deploy a Unit, deploy a Base, pair a Pilot, and activate a Command card with 【Main】 timing. (See 3. Card Types)

7-5-2-2. When playing a card from the hand, follow the steps listed below.

7-5-2-2-1. Reveal the card you wish to play from your hand.

7-5-2-2-2. Confirm you have a sufficient number of Resources to fulfill its Lv. condition.

7-5-2-2-3. Choose the number of Resources necessary to pay its cost and rest them.

7-5-2-2-4. Play the card. (See 3. Card Types)

7-5-3. 【Activate・Main】 Activation

7-5-3-1. The active player can activate effects with 【Activate・Main】 timing. (See 13-2-1. 【Activate・Main】)

7-5-4. Attack with a Unit

7-5-4-1. The active player can attack the opposing player or a rested enemy Unit with a Unit in their battle area. (See 8. Attacking and Battles)

7-5-5. End of the Main Phase

7-5-5-1. In addition to the actions listed above, the active player may declare the end of the main phase during their main phase.

7-5-5-2. When the end of the main phase is declared, the turn immediately enters the end phase.

7-6. End Phase

7-6-1. The end phase consists of four steps, which are performed in order: action step, end step, hand step, and cleanup step.

7-6-2. During each step, if effects are triggered by actions taken that step, play does not advance to the next step until all of those effects are resolved.

7-6-3. Action Step

7-6-3-1. Taking turns, starting with the standby player, players can activate 【Action】 Command cards and effects with 【Activate・Action】 timing. (See 9. Action Steps)

7-6-4. End Step

7-6-4-1. Effects that specify “at the end of the turn” activate.

7-6-5. Hand Step

7-6-5-1. If the number of cards in your hand exceeds the upper limit of 10, discard cards of your choosing until you only have 10.

7-6-6. Cleanup Step

7-6-6-1. Effects with the duration limit “during this turn” lose effect. Resolve any triggered effects or the like which activate as a result.

7-6-7. After all of the steps listed above have been completed, the end phase ends and the turn passes to the opponent.

8) Attacking and Battles

8-1. Using a main phase attack with a Unit, the active player may use one of their Units to attack the opposing player or a rested enemy Unit in the battle area. If they attack, enter battle and perform the following five steps in order: attack step, block step, action step, damage step, and battle end step.

8-2. Attack Step

8-2-1. Select one active Unit in your battle area and rest it, then declare an attack target. The attack target can be either the opposing player or a rested enemy Unit.

8-2-2. Effects with 【Attack】 or "when this Unit attacks" timing activate.

8-2-3. Effects worded "during this battle" gain effect now.

8-2-4. At the end of the attack step, if the attacking Unit or the Unit targeted for attack has been destroyed or otherwise moved to another location due to some event, continue to the battle end step rather than the block step.

8-3. Block Step

8-3-1. The standby player may activate <Blocker> on one of their active Units in the battle area. When activated, this effect changes the attack target of the attacking Unit to the Unit with <Blocker>.

8-3-2. The <Blocker> effect can be activated only one time in response to each attack.

8-3-3. A Unit originally targeted for attack cannot activate its own <Blocker> effect.

8-3-4. Choosing not to activate a <Blocker> effect is also allowed.

8-3-5. At the end of the block step, if the attacking Unit or the Unit targeted for attack has been destroyed or otherwise moved to another location due to some event, continue to the battle end step rather than the action step.

8-4. Action Step

8-4-1. Taking turns starting with the standby player, players may activate 【Action】 Command cards and 【Activate･Action】 effects. (See 8. Action Steps)

8-4-2. At the end of the action step, if the attacking Unit or the Unit targeted for attack has been destroyed or otherwise moved to another location due to some event, continue to the battle end step rather than the damage step.

8-5. Damage Step

8-5-1. Confirm the attacking Unit's attack target at this point. If the attack target is a player, an attack on a player succeeds. If the attack target is an enemy Unit,

an attack on a Unit succeeds.

8-5-2. Attack on a Player

8-5-2-1. After an attack on a player has succeeded, check the opponent's shield area.

8-5-2-2. If there is no Base and not a single Shield in the opponent's shield area, the attacking Unit deals battle damage equal to its AP to the opposing player. A player receiving damage is immediately defeated, and the player who owns the attacking Unit wins the game.

8-5-2-3. If there is a Shield but no Base in the enemy shield area, the attacking Unit deals damage equal to its AP to the top Shield in the shield area.

8-5-2-3-1. A Shield receiving 1 or more damage is destroyed and placed into the trash after revealing it. If the revealed Shield has a 【Burst】 effect, choose whether or not to activate it before placing the Shield into the trash. (See 12-2-5. 【Burst】)

8-5-2-4. If there is a Base in the enemy shield area, the attacking Unit deals an amount of battle damage equal to its AP to the Base targeted for attack.

8-5-2-4-1. Use counters to track dealt damage. A Base whose HP becomes zero is destroyed and placed into the trash.

8-5-2-4-2. If the attacking Unit has <First Strike>, it deals battle damage to the enemy Base before normal battle damage is managed. (See 12-1-5. <First Strike>)

8-5-3. Attack on a Unit

8-5-3-1. If an attack on a Unit succeeds, deal damage between the two Units.

8-5-3-2. The attacking Unit deals damage equal to its AP to the Unit targeted for attack simultaneously as the Unit targeted for attack deals damage equal to its AP to the Attacking Unit.

8-5-3-2-1. Use counters to track dealt damage. A Unit whose HP becomes zero is destroyed and placed into the trash.

8-5-3-2-2. If the attacking Unit has <First Strike>, it deals battle damage to the enemy Unit before normal battle damage is managed. (See 13-1-5. <First Strike>)

8-5-3-2-3. If both battling Units are destroyed, their destruction is treated as happening simultaneously.

8-5-4. When you have resolved all effects activated during this step, continue to the battle end step.

8-6. Battle End Step

8-6-1. All effects worded “during this battle” lose effect.

8-6-2. When you have resolved all effects activated during this step, the battle ends, and you return to the main phase. (See 6-5. Main Phase)

9) Action Steps

9-1. An action step occurs after the block step and during the end phase.

9-2. During an action step, taking turns starting with the standby player, players may activate 【Action】 Command cards and 【Activate・Action】 effects.

9-3. The standby player may choose to perform one of the following actions: activate an 【Action】 Command card, activate an 【Activate・Action】 effect, or pass.

9-3-1. Activating an 【Action】 Command card is the act of paying the cost of a Command card in your hand with an 【Action】 effect to play it and activate that effect.

9-3-2. Activating an 【Activate・Action】 effect is the act of fulfilling the conditions for an 【Activate・Action】 effect on a card and activating it.

9-3-3. Pass means doing nothing and letting the right to take an action pass to your opponent.

9-4. Next, the active player may choose one of the following actions: activate an 【Action】 Command card, activate an 【Activate・Action】 effect, or pass.

9-4-1. Unless both players have consecutively declared that they are passing, the right to take an action once again passes back to the standby player.

9-4-2. Continue in this manner, standby player → active player → standby player and so on, until both players consecutively declare they are passing.

9-5. When both players have consecutively declared they are passing, the action step ends.

10) Effect Activation and Resolution

10-1. Effects

10-1-1. An effect consists of a directive and related compensation which originate from the text on a card.

10-1-2. Unless the text specifies otherwise, an effect will only affect cards on the field. If a location for where to activate the effect is not specified, an effect on a Unit or Base can only be activated while that card is in the battle or shield area.

10-1-3. Some effects instruct you to perform them, while others state “you may” perform them. If instructed to perform an effect, perform as much of it as

possible. If told “you may” perform an effect, you may also choose not to activate that effect.

10-1-4. Effects are divided into five types, depending on their contents and trigger conditions: constant, triggered, activated, command, and substitution.

10-1-5. Constant Effects

10-1-5-1. A constant effect is an effect that remains constantly active in some form.

10-1-5-2. A constant effect will remain active the entire time it is in a location where it activates.

10-1-5-3. Some constant effects only activate while certain conditions are fulfilled. As long as they are in a location where they activate and those conditions are fulfilled, they will remain active the entire time.

10-1-5-4. Constant effects do not wait to be triggered or activated. They are active from the moment they enter the location where they activate.

10-1-5-5. When multiple constant effects are active, they will all overlap.

10-1-5-6. When multiple constant effects with conflicting contents are active, effects that state other effects “can’t” have an effect, or otherwise disallow them, take precedence.

10-1-5-7. A constant effect with a conditional target is applied the moment a target fulfilling those conditions appears.

10-1-6. Triggered Effects

10-1-6-1. A triggered effect activates automatically when some conditional event occurs during the game. Triggered effects include effects that specify timing, such as 【Deploy】, 【Attack】, 【Destroyed】, and 【When Paired】. They also include effects that include a condition such as “when (some event occurs)” in their text.

10-1-6-1-1. In the absence of a restriction, such as 【Once per Turn】, the effect activates every time the condition is fulfilled.

10-1-6-2. A triggered effect will not trigger or activate unless its trigger conditions are fulfilled.

10-1-6-3. If multiple events fulfilling a trigger condition occur simultaneously, the effect will only trigger and activate one time.

10-1-6-4. If a card with a triggered effect leaves the location where it is active while that effect is waiting to be activated after it was triggered, the effect still activates.

10-1-6-5. If multiple effects belonging to you trigger, they do so

simultaneously, and you resolve them in the order you decide.

10-1-6-6. If multiple effects belonging to both you and your opponent trigger, they do so simultaneously, and all of the active player's triggered effects are resolved first, after which all of the standby player's triggered effects are resolved.

10-1-6-7. If a new effect triggers while multiple effects are being resolved, give that new effect priority and resolve it.

10-1-6-8. If there is a 【Burst】 effect among multiple triggered effects, give that 【Burst】 effect priority over all others and resolve it first.

10-1-6-8-1. If a new effect triggers while multiple 【Burst】 effects are being resolved, give that new effect priority and resolve it.

10-1-7. Activated Effects

10-1-7-1. An activated effect can be freely activated by the player. These include 【Activate・Main】 and 【Activate・Action】 effects.

10-1-7-2. When an activated effect's timing permits activation, satisfying the actions described before the colon will activate the effect described after the colon.

10-1-7-3. Some activated effects specify the symbol "①" as a condition. When this symbol appears, paying a cost equal to the number printed within the symbol satisfies the condition and allows the effect to be activated.

10-1-7-4. Some activated effects have two or more conditions which appear as "【Activate・Action】 (condition 1), (condition 2) : ." In this case, satisfying all of the conditions will activate the effect described following the colon.

10-1-7-5. If an activated effect has neither a colon nor conditions for activating it listed, you can activate it by declaring you are doing so.

10-1-8. Command Effects

10-1-8-1. A command effect activates when it is played during the timing specified on a Command card, which can be either 【Main】, or 【Action】, or both.

10-1-8-1-1. If a command effect requires choosing a target, playing that Command card is not possible if that target cannot be chosen. (See 10-2-2-1.)

10-1-8-1-2. If a text composed of multiple portions separated by a phrase such as "Then" or "If you do" requires choosing targets, then playing that Command card is not possible when a target cannot

be chosen for the effect portion preceding “Then” or “If you do.”

10-1-9. Substitution Effects

10-1-9-1. When some event would occur, a substitution effect replaces the implementation of that event with another event.

10-1-9-1-1. If an effect reads “(do) B instead of A,” the portion B that occurs due to that capability is a substitution effect.

10-2. Effect Conditions

10-2-1. When certain conditions are required for an effect to activate, it will not activate unless those conditions are fulfilled.

10-2-2. If an effect requires choosing a target, that effect will not activate if the target cannot be chosen.

10-2-2-1. Choosing a target describes when a player or a card in a public location (the battle area, base section, resource area, and trash) is chosen for “choose (something)” or “you may choose (something).”

10-2-3. Even if an effect’s conditions are fulfilled, that effect will not activate if it is restricted by an effect that disallows it.

10-3. Effect Activation Steps

10-3-1. When activating an effect, follow the steps listed below.

10-3-1-1. If conditions are required to activate the effect, they must be fulfilled, otherwise the effect cannot be activated.

10-3-1-2. Declare you are activating the effect. If the effect is on a card in your hand and can be activated at that time, reveal the card.

10-3-1-3. Activate the declared effect.

10-3-1-4. Resolve all events which occur in response to activating the effect.

10-3-2. If the effect you wish to activate is on a Command card, present the card and perform the effect listed on it.

10-3-3. When a Command card is played or a triggered effect is triggered and its effect instructs you to “choose (something)” or “you may choose (something),” those targets are chosen at the point in time when the instructions appear in the effect.

10-3-3-1. If an effect’s target cannot be chosen, that effect does not activate.

10-3-4. If the text of an effect does not specifically indicate choosing a card or player and the effect is meant to target a card, the card generating the effect is indicated. If the effect is meant to target a player, the player who owns the card generating the effect is indicated.

10-3-5. When choosing a card from the deck, confirm the top of the deck, then

choose the specified card from it.

11) Rules Management

11-1. Rules Management Fundamentals

11-1-1. Rules management is management stipulated within the rules that automatically takes place when a specific event occurs or is occurring during a game.

11-1-2. Immediately resolve rules management the moment an event occurs, regardless of if other actions are being performed.

11-2. Determination of Defeat Management

11-2-1. At the start of rules management, if any player fulfills a condition for defeat, all players fulfilling a condition for defeat are immediately defeated.

11-2-1-1. When any player receives battle damage from a Unit while they have no cards in their shield area, that player fulfills a condition for defeat.

11-2-1-2. When any player has no cards in their deck, that player fulfills a condition for defeat.

11-3. Destruction Management

11-3-1. When the HP of a Unit, Base, or Shield becomes zero less after receiving damage, that Unit, Base, or Shield is destroyed. The destroyed card is placed into the trash.

11-3-1-1. Shields are treated as having 1 HP each.

11-4. Battle Area Excess Management

11-4-1. Units in the battle area are limited to six at most.

11-4-2. If the battle area is at its upper limit when a Unit card is being played or a Unit is being deployed by an effect, choose one Unit already in the battle area and place it into the trash.

11-4-2-1. Units placed into the trash due to this management are not considered to be destroyed.

11-4-2-2. When multiple Units are deployed simultaneously, place an equal number of Units already in the battle area into the trash.

11-5. Managing Shield Area Base Section Excess

11-5-1. The base section is limited to one Base at most.

11-5-2. If the base section is full when a new Base card is played or a new Base is deployed by some effect, choose one Base already in the base section and place it into the trash.

11-5-2-1. Bases placed into the trash due to this management are not

considered to be destroyed.

12) **Multiplayer Battle**

12-1. These rules cover games played between three or more players. Battle royale can be played with three or more players, and team battle can be played with four players.

12-2. Battle royale rules are for multiplayer battles between three or more players in which each player battles all of the other players as opponents. Rules for deck construction (see 6. Preparing to Play) and game progression (see 7. Game Progression) are generally the same as those for two player battles.

12-2-1. All players use a method such as rock paper scissors to decide which of them will go first. Player One then chooses either clockwise or counterclockwise play. After that, when the active player's turn ends, the turn moves to the next player either clockwise or counterclockwise from them depending on the direction first chosen.

12-2-2. All players except Player One place EX Resources while preparing to play.

12-2-3. The redrawing of hands is performed in order starting with Player One.

12-2-4. If players are simultaneously required to perform some action, such as resolving effects, the active player does so first, followed by the next player in order, and this continues one player at a time until all of them have finished completing the action.

12-2-5. Battle royale has two possible victory conditions: "winner takes all" and "last player standing."

12-2-5-1. In winner-takes-all rules, if any player takes battle damage from a Unit when they have no cards in their shield area, only the player dealing battle damage to them wins. A player whose deck has no cards remaining during a game is removed from the game at that point, together with all of their cards and effects.

12-2-5-2. In last-player-standing rules, the last player to remain undefeated wins. The same as in two player games, when a player receives battle damage or has no cards in their deck, all of their cards and effects are removed from the game at that point.

12-2-6. If an effect or such indicates "enemy" or "opponent," it refers to any and all of the other players.

12-2-7. If you attack with a Unit, you can attack any other player's rested Unit or any other player.

12-2-8. Action steps are performed in order starting with the next player after the active player. They end when all players have chosen to pass.

12-3. Team battle rules are for multiplayer battles between two teams consisting of two players each. Rules for deck construction (see 6. Preparing to Play) and game progression (see 7. Game Progression) are generally the same as those for two player battles.

12-3-1. Each team proceeds through each turn phase as a team rather than individually.

12-3-2. Team members sit beside one another at the table, and the player seated on the right is that team's leader. The team leaders use a method such as rock paper scissors to decide which team goes first.

12-3-3. In team battle, a player's hand, Resources, cards on the field, and other locations are not shared within the team, with the exception of a shared shield area. Cards cannot be lent or borrowed, and a player cannot pay a cost for their teammate or use their Lv. when referencing it to play cards.

12-3-4. Team members are free to share information and strategies. If there is a disagreement, the team leader has the final say.

12-3-5. Unlike preparing to play for a two-player battle (see 6. Preparing to Play), each player takes the top four cards of their deck, one at a time while taking turns, and places them face down into the team's shared shield area without looking at them. When doing so, place each card so it overlaps the previous one, starting with the card nearest to you.

12-3-6. When placing EX Resources while preparing to play, each player on Team Two places one card.

12-3-7. A team can only deploy one Base into the base section of their shared shield area, and only one EX Base is placed into the base section when preparing to play.

12-3-8. If a Shield receives damage or is added to a player's hand, the top Shield of the shared shield area is chosen, and it is placed into the trash or hand of that card's owner.

12-3-9. Rules for winning and losing the game in team battle are the same as those for two player battles.

12-3-9-1. If any player receives battle damage from a Unit when there are no cards in their team's shared shield area, that team fulfills the condition for defeat.

12-3-9-2. When any player has no cards remaining in their deck, that player's

team fulfills the conditions for defeat.

12-3-10. If an effect or such indicates “friendly,” it refers to both your and your teammate’s cards.

12-3-11. If any effect or such indicates “you” or “your,” it refers only to the owner of that card.

12-3-12. If you attack with a Unit, you may attack one of the opposing team’s rested Units or the opposing team itself. If you attack the opposing team, check their shared shield area.

12-3-13. You can activate your <Blocker> effects even when your teammate’s Unit is attacked.

12-3-14. In team battle, Units in the battle area are limited to six per team at the most. Battle area excess management is the same as for two players. (11-4. Battle Area Excess Management)

12-3-14-1. If the battle area is at its upper limit when a Unit card is being played or a Unit is being deployed by an effect, choose one of the team’s Units already in the battle area and place it into its owner’s trash.

13) Keyword Effects and Keywords

13-1. Keyword Effects

13-1-1. <Repair>

13-1-1-1. <Repair> is a keyword effect that activates at the end of your turn. <Repair (amount)> indicates the effect “At the end of your turn, this Unit recovers (amount) HP.”

13-1-1-2. If a Unit with <Repair> gains a new copy of <Repair> from some effect, rather than gaining multiple copies, the amount from the new copy of <Repair> is added to the original.

Ex: If a Unit with <Repair 1> gains <Repair 2>, the <Repair> effect on that Unit becomes <Repair 3>.

13-1-2. <Breach>

13-1-2-1. <Breach> is a keyword effect that activates when the Unit destroys an enemy Unit with battle damage. <Breach (amount)> indicates the effect “when this Unit destroys an enemy Unit with battle damage during your turn, <Breach> deals (amount) damage to the first card in the shield area of the opponent who owns the destroyed Unit.”

13-1-2-2. Dealing damage to the first card in the shield area deals that damage

to the enemy Base if there is one. Otherwise, it deals that damage to the enemy's topmost Shield.

13-1-2-3. It activates even when both Units are destroyed in battle.

13-1-2-4. If there is neither a Base nor Shields in the enemy's shield area, the <Breach> effect does not activate.

13-1-2-5. If a Unit with <Breach> gains a new copy of <Breach> from some effect, rather than gaining multiple copies, the amount from the new copy of <Breach> is added to the original.

Ex: If a Unit with <Breach 1> gains <Breach 2>, the <Breach> effect on that Unit becomes <Breach 3>.

13-1-3. <Support>

13-1-3-1. <Support> is a keyword effect that activates when you rest the Unit. <Support (amount)> indicates the effect "【Activate・Main】Rest this Unit : Choose one other friendly unit. It gets AP+(amount) during this turn."

13-1-3-2. If a Unit with <Support> gains a new copy of <Support> from some effect, rather than gaining multiple copies, the amount from the new copy of <Support> is added to the original.

Ex: If a Unit with <Support 1> gains <Support 2>, the <Support> effect on that Unit becomes <Support 3>.

13-1-4. <Blocker>

13-1-4-1. <Blocker> is a keyword effect that can change the attack target to the Unit with <Blocker> when you declare a block and rest that Unit.

13-1-4-2. Multiple copies of <Blocker> cannot be given to the same Unit.

13-1-5. <First Strike>

13-1-5-1. <First Strike> is a keyword effect that deals battle damage before the enemy does when the attacking Unit battles.

13-1-5-2. Dealing battle damage before the enemy means it deals battle damage first during the damage step (8-5). During normal management, both Units deal battle damage simultaneously, but a Unit with <First Strike> deals damage first, after which the Unit targeted for attack deals damage. If the enemy Unit or Base is destroyed by this battle damage, battle damage from the Unit or Base targeted for attack is not received.

13-1-5-3. Multiple copies of <First Strike> cannot be given to the same Unit.

13-1-5-4. <First Strike> is applied even when performing the effect "Begin a

battle between this Unit and it and only perform the damage step."

13-1-6. <High-Maneuver>

13-1-6-1. <High-Maneuver> is a keyword effect that is continuously active while the Unit is attacking. <High-Maneuver> indicates the effect “While this Unit is attacking, enemy Units cannot activate <Blocker>.”

13-1-6-2. Multiple copies of <High-Maneuver> cannot be given to the same Unit.

13-1-7. <Suppression>

13-1-7-1. <Suppression> is a keyword effect that deals damage to the first two Shields simultaneously when the Unit with <Suppression> deals battle damage to an enemy Shield in the shield area.

13-1-7-2. Multiple copies of <Suppression> cannot be given to the same Unit.

13-1-7-3. When there is only one enemy Shield in the shield area, damage is only dealt to that one Shield.

13-1-7-4. When two Shields are successfully destroyed with this effect, reveal them simultaneously. In this situation, if both Shields have 【Burst】 effects, their owner chooses what order to resolve them in.

13-1-8. <Development>

13-1-8-1. The <Development> keyword effect is typically contained within a keyword for a timed effect, such as 【Deploy】 or 【When Linked】, and can be activated at that time. For example: 【Deploy・Development (number)】 means "When deployed, you may exile (number) of (G Generation) cards in your trash from the game. If you do, activate the following effect."

13-1-8-2. The following effect refers to all text that comes after the ■ character.

13-2. Keywords

13-2-1. 【Activate・Main】

13-2-1-1. 【Activate・Main】 is the keyword for an activated effect (see 9-1-7) that can only be activated during your main phase while the Unit is not attacking. “【Activate・Main】 (condition) : (text)” means you may fulfill the condition (condition) during your main phase. If you do, perform (text).

13-2-2. 【Activate・Action】

13-2-2-1. 【Activate・Action】 is the keyword for an activated effect (see 9-1-7) that can only be activated during action steps. “【Activate・Action】

(condition) : (text)" means you may fulfill the condition (condition) during an action step. If you do, perform (text).

13-2-3. 【Main】

13-2-3-1. 【Main】 is the keyword for a command effect found only on Command cards that can be activated by playing the card during your main phase while no Units are attacking.

13-2-3-2. Some effects list 【Main】 and 【Action】 together. In this case, the effect can be activated at either time.

13-2-4. 【Action】

13-2-4-1. 【Action】 is the keyword for a command effect found only on Command cards that can be activated by playing the card during an action step.

13-2-4-2. You cannot pair a Command card with a 【Pilot】 effect as a Pilot during an action step.

13-2-4-3. Some effects list 【Main】 and 【Action】 together. In this case, the effect can be activated at either time.

13-2-5. 【Burst】

13-2-5-1. 【Burst】 is the keyword for an effect that can be activated immediately before a Shield is placed into the trash when it is destroyed by damage or an effect. "【Burst】 (text)" means when this card is acting as a Shield and is revealed after being destroyed, you may activate the following effect without paying its cost. If you do, perform (text).

13-2-5-2. You can also choose not to activate the 【Burst】 effect. In that case, the card is placed into the trash.

13-2-5-3. When activating a 【Burst】 effect, do so before the card is placed into the trash. Unless the card moves to another location, place it into the trash after its effect has ended.

13-2-6. 【Deploy】

13-2-6-1. 【Deploy】 is the keyword for an effect that activates when the card is deployed.

13-2-7. 【Attack】

13-2-7-1. 【Attack】 is the keyword for an effect that activates when the Unit declares an attack during your attack step.

13-2-8. 【Destroyed】

13-2-8-1. 【Destroyed】 is the keyword for an effect that activates when the

Unit or Base is destroyed in battle or by some effect and placed into the trash.

13-2-8-2. An effect activated by 【Destroyed】 activates from the trash as an effect on the destroyed card.

13-2-8-2-1. If there is text referring to the state of that card, refer to its state while it was in its last location prior to being destroyed and placed into the trash.

13-2-9. 【When Paired】

13-2-9-1. 【When Paired】 is the keyword for an effect that activates when a Pilot is paired with a Unit.

13-2-9-2. 【When Paired】 can appear as "【When Paired･(qualifications)】(text)." This means when a Pilot fulfilling the (qualifications) is paired with this Unit, perform (text).

13-2-10. 【During Pair】

13-2-10-1. 【During Pair】 is the keyword for an effect that is possessed by the Unit while a Pilot is paired with it.

13-2-10-2. 【During Pair】 can appear as "【During Pair･(qualifications)】(text)." This means while a Pilot fulfilling the (qualifications) is paired with this Unit, perform (text).

Ex: An effect reading "【During Pair･(Earth Federation) Pilot】【Attack】 Draw 1" lets you draw a card when the Unit attacks if an (Earth Federation) Pilot is paired with it.

13-2-11. 【When Linked】

13-2-11-1. 【When Linked】is a keyword that indicates an effect activates when a pilot that meets the link condition is set.

13-2-12. 【During Link】

13-2-12-1. 【During Link】 is the keyword for an effect that is possessed by the Unit while a pilot that meets the link condition is paired with it.

13-2-12-2. 【During Link】 can appear as "【During Link】(text)." This means while a Pilot fulfilling the link conditions is paired with this Unit, perform (text).

Ex: An effect reading "【During Link】【Attack】 Draw 1" lets you draw a card when the Unit attacks if a Pilot fulfilling the link conditions is paired with it.

13-2-13. 【Once per Turn】

13-2-13-1. 【Once per Turn】 is the keyword indicating that that effect can

only be activated one time during that turn.

13-2-13-2. If multiple cards have a copy of the same effect with 【Once per Turn】, each card can activate it one time.

●Ver.1.8.0 (Jun 12, 2026) Update

・3-4-6-3-1, 5-22, 13-1-5-4. Added

●Ver. 1.7.0 (May 22, 2026) Update

・13-1-8. Added

●Ver. 1.6.0 (April 9, 2026) Update

・5-21. Added

・6-2-1-4 Revised, 6-2-1-4-1 Added

●Ver. 1.5.0 (January 9, 2026) Update

・5-17-4. Added

・2-11-3, 3-3-9-2. Revised

・13-2-10-1, 13-2-12-1. Corrected language to conform to actual usage

● Ver. 1.4.0 (November 17, 2025) Update

・10-1-8-1-2. 10-2-2-1. 12-3-14. 12-3-14-1. Added

・10-1-8-1-1. Added reference

・10-3-3. Corrected language to conform to actual usage

● Ver. 1.3.0 (October 3, 2025) Update

・5-20. Added

・10-1-6-8-1. Added

・7-5-3-1, 7-5-4-1, 8-5-3-2-2, 12-2, 13-1-5-2, 13-2-10-2. Corrected errors

●Ver. 1.2.0 (September 8, 2025) Update

・2-4-2. Added purple

・13-1-7. Added <Suppression>

・13-2-10-2. Added example

・13-2-12-2. Added

● Ver. 1.1.1 (August 22, 2025) Update

・8-2-2. 10-1-6-1. Revised 【Attack】 keywords.

● Ver. 1.1.0 (July 24, 2025) Update

・13-2-11, 13-2-12. Added (【When Linked】【During Link】 keywords)

・7-5-5-2. Added (card playing steps)
・10-3-4. Removed (unnecessary rule)
・12-2-1. Revised highlighted passages (for removal of Japanese-language specific errors)
・12-3-7. Removed (duplicates previous text)
・ Added new section “3. Card Types.”
・ Adjusted Comprehensive Rules language coinciding with their release. No rule changes.